Sammy
NINJA™
CRUSADERS
NES-NC-USA
INSTRUCTIONS

SAFETY PRECAUTIONS

1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak.

2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.

3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

4) Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the life of your game pak.

THIS GAME IS
LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

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NINJA CRUSADERS STORY

They struck without warning, wiping out Earth's forces in one master stroke. Cities were crushed, and the invading aliens showed no mercy. They called themselves the Inimicus, and hailed for the total surrender of the planet.

A small resistance force of Ninja, refusing to be conquered, still remained after the first strike. They moved from shadow to shadow, always one step ahead of the alien killers.

The Inimicus forces, frustrated by their failed attempts to obliterate these rebels, called in more reinforcements from their diabolical planet. Meanwhile, the Kawari Ninja clan weren't sitting still. They gathered in a secret hiding place, deep within a distant mountain, and came up with a daring plan. Two of their most skilled Ninja would be sent out to infiltrate the heart of the enemy and annihilate their stronghold on Earth. The Ancient Ones then summoned forth all of their Ninja Magic and endowed the two chosen warriors with long forgotten mystical powers.

HOW TO PLAY

Your mission will take you through the ruins of the nation, into the aliens' lair, and finally, to the heart of the threat.

Ninja Crusaders™ is a two player interactive game. Simply make your selection at the beginning of the game.

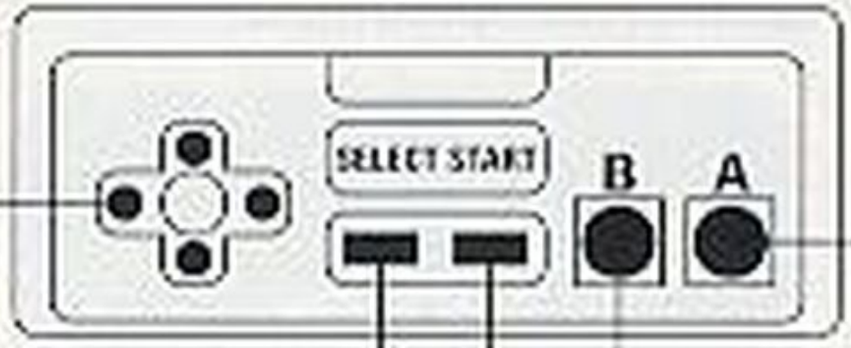
You are given three lives and will be able to gain extras as you progress. To continue, after all your lives are lost, press any button on the control pad.

The weapons of the Ninja have been handed down to you; throwing stars, chain and sickle, bo, or katana - each with its own advantages and disadvantages. So, choose wisely.

As a member of the Kawari clan, you have an uncanny ability to change into one of four fighting creatures, each associated with one of your weapons. No Ninja has been able to win a battle with the Inimicus as a man, but your special skills will help you prevail.

The world depends on you to rescue it from doom!

CONTROL PAD INSTRUCTIONS



CONTROL PAD

SELECT BUTTON

START BUTTON

B BUTTON

A BUTTON

Menu Controls

UP

LEFT RIGHT

KNEEL

NOT USED

START/PAUSE

FIRE

JUMP

SELECT UP

SELECT DOWN

HOLD TO TRANSFORM

Continued on next page

TO JUMP DOWN - SHIFT THE CONTROLLER DOWN, AND PRESS THE A BUTTON.

TO TRANSFORM - PRESS THE B BUTTON AND HOLD UNTIL YOUR CHARACTER HAS COMPLETELY CHANGED.

NOTE - PLAYER 2 CANNOT PAUSE THE GAME.

SCREEN DISPLAY

WEAPONS AND METAMORPHOSIS

The ancient secret of the Kawari Ninja was their ability to transform into the warriors of nature. The Kawari Ninja were the ultimate stealth warriors, able to go anywhere undetected.

But the Ninja had to have his sacred tools of destruction in order to change.

The Throwing Star

A popular item among martial artists around the world, the Throwing Star can hit targets at far distances. The special stars of the Ancients can change the Kawari Ninja into fierce fighting tigers.

The Chain and Sickle

When thrown with the right technique, this weapon has tremendous impact. With the Chain and Sickle, the Kawari Ninja can change into a powerful Armored Scorpion.

The Bo

A simple staff with great speed and impact. The Kawari Ninja uses this for close combat, and can transform into an elusive Hawk.

The Katana

The Katana is the ultimate weapon of the warrior, wielded by only the bravest Ninja. The Kawari Katana is said to house the spirit of a fierce dragon.

By picking up the same weapon token as the one you are using, you will gain an extra life.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (213) 326-7167.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK (freight prepaid), along with proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division
2421 206th Street, Suite D-104, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number listed above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then send the PAK to the factory at the address listed above (freight prepaid), enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will repair or replace the PAK, at its option, subject to the conditions above. Upon receipt of the defective PAK, a replacement PAK will be mailed to you. If replacement PAKs are not available, the defective PAK will be returned and the $10.00 amount refunded.

WARRANTY LIMITATIONS:

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⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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